Appl. No. 09/700,428
Reply to Office Action of February 10, 2004

Docket No.: T2146-906652

AMENDMENT TO THE CLAIMS:

This listing of claims will replace all prior versions of claims in the application.

Listing of Claims:

1-15.   (Cancelled)

16.   (Currently Amended) An embedded system adapted to cooperate with a network through a terminal, comprising a chip having an information processor and a memory for information storage,

- said memory storing at least one object file containing information associated with an object located in the network and making it possible to create an instance of this object; and

- said information processor including a first network interface adapted to cooperate with a second matching network interface located in the terminal, so that the embedded system constitutes an information server in the network; and

- a third object file interface , by means of said third object file interface, comprising intelligent agents for establishing correspondence between information passing through the first network interface and assigned to at least said object file, and information exchanged with said object file.

17.   (Original) An embedded system according to claim 16, wherein the object file comprises a piece of autonomous software executable in browser software.

18.   (Currently Amended) An embedded system according to claim 16, wherein said first network interface means is adapted to cooperate with the matching network interface means located in the terminal, such that the embedded system behaves like a client capable of connecting to at least one server of the network.

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19.   (Currently Amended) A method for instantiating an object located in a network, characterized in that it uses an embedded system adapted to cooperate with a network through a terminal, comprising a chip having an information processor and a memory for information storage, the embedded system storing at least one object file containing information associated with an object located in the network for creating an instance of said object, and further comprising a first network interface designed to cooperate with a second matching network interface located in the terminal, such that the embedded system constitutes an information server in the network, and by means of a third object file interface, adapted to establish a correspondence between information passing through the first network interface means and assigned to at least said object file, and information exchanged with said object file, the method comprising the steps

- establishing a list of the one or more agents implemented; and

- for each agent, defining call arguments necessary to the agent so as to describe a set of sessions between agents using an object file[[,]].

20.   (Original) A method according to claim 19, further comprising describing the opening of a session with another agent by a call argument.

21.   (Original) A method according to claim 19 further comprising modifying the list of arguments used by a first agent by another agent.

22.   (Currently Amended) A method for instantiating an object located in a network, characterized in that it uses an embedded system designed to cooperate with a network through a terminal, comprising a chip having an information processor and a memory for information storage, the embedded system storing at least one object file containing information associated with an object located in the network and for creating an instance of said object, and further comprising a first network interface designed to cooperate with a second matching network interface located in the terminal, such that the embedded system constitutes an information server in the network, and by means of a third object file interface, adapted to establish a correspondence between information passing through the first

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network interface and assigned to at least said object file and information exchanged with said object file, the method comprising the steps of:

- identification of an object file; and

- execution of this object file so as to implement sessions between <u>one or more</u> agents described by an object file executed from the information server of the embedded system.[[.]]

23.   (Original) A method according to claim 22, wherein the object file is executed by instantiating the first agent associated with the object file.

24.   (Original) A method according to claim 22, wherein the object file is executed by instantiating one or more agents referenced by the object file.

25.   (Currently Amended) A method for instantiating an object located in a network, characterized in that it uses an embedded system adapted to cooperate with a network through a terminal, comprising a chip having an information processor and a memory for information storage, the embedded system storing at least one object file containing information associated with an object located in a network and for creating an instance of said object, and further comprising a first network interface designed to cooperate with a second matching network interface located in the terminal, such that the embedded system constitutes an information server in the network, ~~and~~ <u>by means of</u> a third object file interface, adapted to establish a correspondence between information passing through the first network interface means and assigned to at least said object file and information exchanged with said object file, the method comprising the steps of:

- loading an object file and a specific software capable of implementing it by browser software; and

- execution of the specific software by the browser software so as to implement sessions between <u>one or more</u> agents described by an object file executed from browser software[[.]].

26.   (Original) A method according to claim 25, wherein the specific software is embodied in an interpreted language executable by the browser software.

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27.   (Original) A method according to claim 25, wherein an object file interpreter is embodied in the browser software.

28.   (Currently Amended) A method for instantiating an object located in a network, characterized in that it uses an embedded system adapted to cooperate with a network through a terminal, comprising a chip having an information processor and a memory for information storage, the embedded system storing at least one object file containing information associated with an object located in the network for creating an instance of said object, and further comprising a first network interface adapted to cooperate with a second matching network interface located in the terminal, such that the embedded system constitutes an information server in the network, ~~and~~ by means of an object file interface, adapted to establish a correspondence between information passing through the first network interface means and assigned to at least said object file, and information exchanged with said object file, the method comprising the step of identifying, by means of a universal resource identifier, a specific software implementing the browser software so as to enable the embedded system to implement sessions between one or more agents described by an object file executed from browser software.

29.   (Original) A method according to claim 28, wherein a universal resource identifier is integrated into a hypertext document.

30.   (Original) A method according to claim 28, wherein said specific software is loaded by a method available in the browser software and deduced from the universal resource identifier.

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